U/SNS-3R-USA

FATAL FURY® SPECIAL

INSTRUCTION BOOKLET

TAKARA®

KIDS TO ADULTS
K-A
AGES 6+

Item No. 6753

SUPER NINTENDO ENTERTAINMENT SYSTEM

Playmates Interactive Entertainment

Distributed by:
Playmates Interactive Entertainment, Inc.
16200 S. Trojan Way, La Mirada, CA 90638
For Consumer Service, please call (714) 562-1720

PRINTED IN USA

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Thank you for selecting this FATAL FURY® SPECIAL Game Pak for your Super Nintendo Entertainment System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

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FATAL FURY SPECIAL

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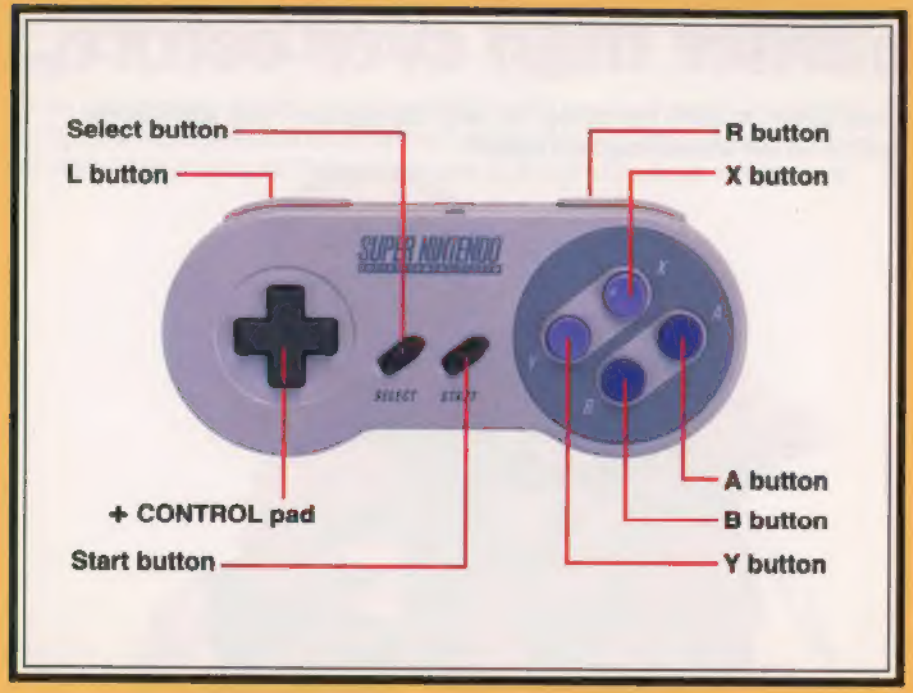
Get ready to fight faster and harder than ever before...

It's on - the biggest fighting tournament the world has ever seen! The world's top fighters have gathered to show their stuff in the non-stop, raging action of the "King of the Fighters" Tournament and to prove just who is number one.

FATAL FURY SPECIAL STORY

They all aim to come out on top, but only one can win - who will take the honors as the world's toughest fighter?



START BUTTON

Title screen : Starts game, sets game mode.
Option screen : Returns you to the Title screen from Option mode.
During battle (1) : Pauses game. Press again to resume play.
During battle (2) : Lets a friend join the action in 1P Game mode. Press the Start button on the 2P controller to start play.

USING THE CONTROLLER

SELECT BUTTON

Moves you to the Button Control screen from the Character Select screen. Keep the Select button pressed down after selecting your character.

+ CONTROL PAD

Title/Option screens : Selects game mode and character.
During battle : Moves character.

OTHER BUTTONS

X/Y buttons : Punch.
A/B buttons : Kick.
R button : Fighting plane switch.
L button : 3D attack

* These button arrangements can be changed in Option mode. Please refer to page 10 for details.

GETTING STARTED, GAME MODES

TITLE SCREEN, SELECTING GAME MODES

Insert the Game Pak into your Super Nintendo Entertainment System and turn the power switch ON. The Title screen will then appear. Press the Start button at the Title or the Demo screens to move to the Game Mode Selection screen. Select the game mode with the ✚ Control Pad, and press the Start button to start the game.

These are the different game modes:

1P GAME MODE

Take on all comers in the non-stop action of the "King of the Fighters" Tournament! Select the character you wish to fight with using the ✚ Control Pad, and press the Start button to select. Then pick the computer character you wish to fight against first.

VS GAME MODE

Battle it out against a friend. Each player selects the character s/he wishes to fight with. It is possible for both players to select the same character.

COUNT DOWN GAME MODE

In this mode, you choose a character and fight it out for a fixed period of time against opponents who appear one after another, and try to score as high as you can.

❶ Remaining time

❷ Score

❸ Name of the fighter

The game ends when you have defeated all the computer characters, or when time runs out. After the game ends, your score is calculated. There's no life gauge in this mode. Instead, your score decreases each time you're injured by your opponent.

Two types of bonus points may be added to your score.

1) If you defeat a computer character in less than 60 seconds, you'll receive extra bonus points (the faster you defeat an opponent, the more points you receive).
2) At the end of the match, you receive 5000 points for every opponent you defeated.

SETTING AND CHANGING OPTIONS

Move the ✚ Control Pad up or down to select an item, and move it left or right to set the new selection. You can change the button settings of your controller in this mode by resetting each button one after another.

Press the Start button to return to the Title screen.

GAME LEVEL

Changes the difficulty level of the game in 1P Game mode.

BUTTON CONTROL

Changes the settings of the buttons on the controller.

L. PUNCH _____ Weak punch
H. PUNCH _____ Strong punch
L. KICK _____ Weak kick
H. KICK _____ Strong kick
3D MOVE _____ Fighting plane switch (jump into opposite fighting plane)
3D ATTACK ____ 3D attack (send opponent flying into opposite fighting plane)

OPTION MODE

Another way to switch into the opposite fighting plane is to press the weak punch and weak kick buttons simultaneously. To send your opponent flying into the opposite fighting plane, press the strong punch and strong kick buttons simultaneously.

GAME TIME

Changes how long a round goes. You can also set the game so that there is no time limit.

SOUND MODE

Lets you choose either mono, stereo or surround sound.

DOLBY SURROUND™

If you connect your Super Nintendo Entertainment system to Dolby surround sound-capable amps or speakers, you can enjoy listening to super realistic stereo surround sound while playing this game.

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GAME RULES

OFFICIAL RULES FOR THE KING OF THE FIGHTERS TOURNAMENT

1) Each match consists of 3 rounds. The first fighter to win 2 rounds is declared the winner and moves on to the next match.
2) A round ends when a fighter's strength reaches zero, or when he or she can no longer stand up. The fighter still standing is declared the winner.
3) If there is a fixed time limit, and both fighters have won the same number of rounds at the end of a match, the fighter with the most strength remaining is declared the winner.
4) In the event of a double knockout, or when both fighters have the same remaining strength level, the round ends in a draw.
5) If neither fighter wins two out of 3 rounds , there is a final round to decide the winner. The winner of this round is declared the winner of the match.
6) At the beginning of each round, the strength levels of both fighters are set back to 100%.

WHAT YOU SEE ON SCREEN

❶ 1P score	:	Shows the player 1 score.
❷ 2P score	:	Shows the player 2 score.
❸ 1P life gauge	:	The life gauge for player 1. Every time your character is injured the life gauge decreases. A round ends if it reaches zero.
❹ 2P life gauge	:	The life gauge for player two.
❺ Match timer	:	Shows the amount of time left remaining in the round (if there is no time limit, " ∞ " will be displayed instead).
❻ 1P victory indicator	:	Lights up when player 1 wins a round.
❼ 2P victory indicator	:	Lights up when player 2 wins a round.

PLAYER JOIN-IN AND CONTINUE

PLAYER JOIN-IN

When playing in 1P Game mode, a second player can join in at any time. Press the Start button on the second controller and player 2 can begin playing the game.

GAME OVER AND CONTINUE

After losing a match in 1P Game mode, the Continue screen appears. If you press the Start button before the countdown reaches zero, you can start playing again from where you were defeated.

If you press any buttons other than the Start button, the countdown will speed up.

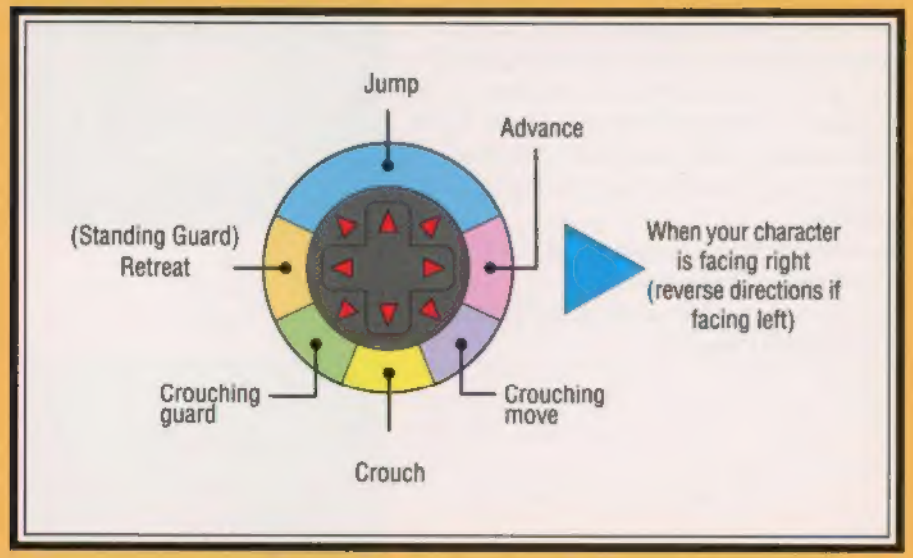
STRAIGHT WIN

FIGHT THE ULTIMATE BATTLE!

If you manage to clear 1P Game mode without losing a single round, you'll enter the Dream Match and come face-to-face with Ryo Sakazaki (from "Art of Fighting") for the battle of a lifetime! If you use continue to continue fighting a round, you'll still be able to fight against the "Raging Dragon" as long as you win that round in the end.
Remember, if you lose a round you must lose that match then continue.
The tournament isn't over until you defeat the "Raging Dragon"!

BASIC CONTROLS AND 3D MOVES

In FATAL FURY SPECIAL, you can use 3D moves as well as normal moves to fight along two fighting planes, a front plane and a back plane. You can switch planes to attack enemies, dodge attacks, and move around the screen.



WHEN ON THE SAME PLANE AS YOUR OPPONENT

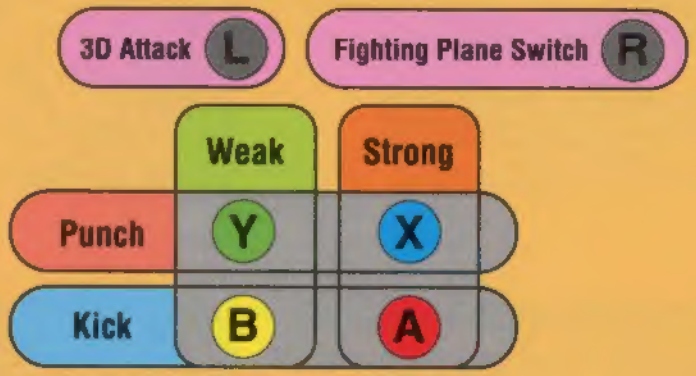
FIGHTING PLANE SWITCH (R BUTTON)

Jump into the opposite plane to your opponent. This move is useful for dodging enemy attacks and giving you a chance to catch your breath.

3D ATTACK (L BUTTON)

Send your enemy flying into the opposite plane (with a throw or kick). This is a powerfully cool move. Master it!

OTHER BUTTON OPERATIONS



* *Button arrangements can be changed in Option mode (please refer to page 10 for details).*

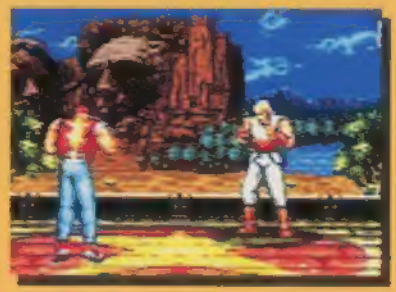
WHEN ON THE OPPOSITE PLANE TO YOUR OPPONENT

FIGHTING PLANE SWITCH (+ CONTROL PAD)

To roll into the same plane as your opponent, press the + Control Pad up to move into the back plane, or down to move into the front plane.

3D ATTACK

This move allows you to jump into the same plane as your opponent and attack. Your attack speed and attack power depend on the button you use to attack. Press a weak attack button to do a fast shallow jump and a weak attack, and a strong attack button to do a high, slower jump and a strong attack.



BASIC MOVES

THROWS

To do a power throw, move in towards your opponent, then attack with a strong punch (X button).

DODGE AND ATTACK

To dodge an enemy attack and simultaneously counter-attack, get into a guard position, press the + Control Pad toward your enemy and attack with a weak punch (Y button).

SPECIAL ATTACKS

Each character has a number of powerful special attacks. The button and + Control Pad combinations vary according to the attack; please refer to the "Meet the Fighters" pages to learn how to use your character's special attacks.

Each character also has a Super Attack. Super Attacks can only be used when your life gauge has decreased to critical and is flashing red.

JUMPING BACKWARDS

Quickly press the + Control Pad in the opposite direction of your enemy twice to jump backwards and instantly put distance between you and your opponent.

TAUNT YOUR OPPONENT

Put yourself out of range of your opponent and press the strong punch button (X button), and your character will tease and taunt your enemy. This has absolutely no effect on you or your opponent's score or life gauge, but it's really cool to do.

RECOVERING FROM KNOCKOUTS

If you are knocked senseless by your opponent , immediately press the + Control Pad or any of the attack buttons repeatedly and you'll be able to recover quicker.

MEET THE FIGHTERS!

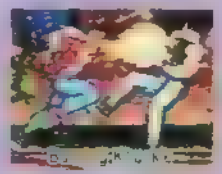
Martial Arts Master

Terry Bogard

Profile Terry Bogard
D.O.B.. 3/15/1971
Height 6'
Weight 170 lb

South Town's favorite son and Street Fighting Champion, Terry's bravery and cheerful personality have won him respect and popularity amongst the townsfolk. Now he's heading back out onto the streets with even tougher and meaner fighting techniques, ready to deal out justice to his arch rivals, Geese and Krauser

Burning Knuckle
↓↘→ + Y or X



Rising Tackle
↓ Hold ↑ + Y or X

Crack Shoot
↓↘→↗ + A or B

Power Wave
↓↙← + Y or X

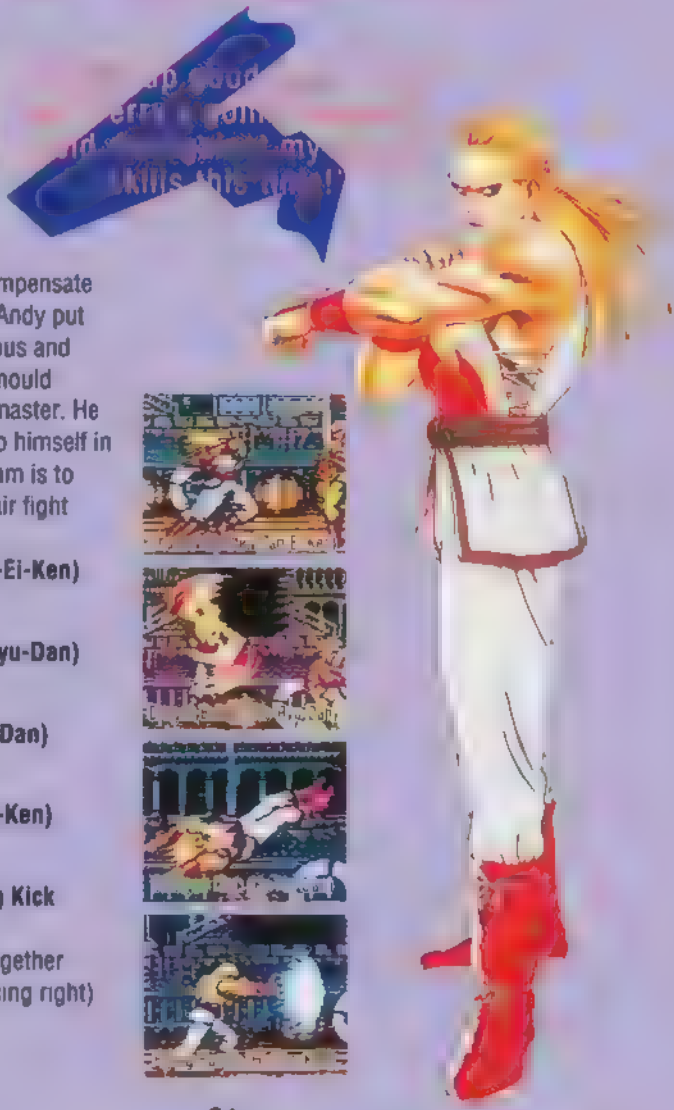
Super Attack : Power Geyser
↓↘→↓↘→ + X + B together
(When character is facing right)

Koppo Specialist

Andy Bogard

Profile Andy Bogard
D.O.B. 8/16/72
Height 5' 8"
Weight 152 lb

Terry's brother. To compensate for his lack of height, Andy put himself through rigorous and relentless training to mould himself into a Koppo master. He still trains daily to keep himself in top condition. His dream is to best his brother in a fair fight



Shadow Splitter (Zan-Ei-Ken)
↓ Hold ← + Y or X

Dragon Bullet (Sho-Ryu-Dan)
↓↘→ + Y or X

Shotgun Kick (Ku-Ha-Dan)
↓ Hold ↓ + A or B

Flying Punch (Hi-Sho-Ken)
↓↓→ + Y or X

Super Attack : Blazing Kick (Cho-Reppa-Dan)
↓ Hold ↘→ + A + B together
(When character is facing right)

The Young Muetai Champ

Joe Higashi

Profile Joe Higashi
D O B 3/29/1972
Height 6
Weight 159 lb

The sworn friend of the Bogard brothers. Currently back in Thailand reasserting his legendary status as the invincible King of Muetai, Joe returns to South Town to stand shoulder-to-shoulder with Terry and Andy, and test his skills against the best fighters in the world.

Slash Kick
↓ Hold ↓ + A or B

Machine-Gun Punch
(Baku-Retsu-Ken)
Press Y or X repeatedly

Tiger Kick
↓↘→↓ + A or B

Hurricane Uppercut
←↙↓↘→ + Y or X

Super Attack :
Tornado Uppercut
←←↙↓↘ + B + X together
(When character is facing right)

Big Bear

Profile Big Bear
D O B 3/3/1977
Height 6' 9"
Weight 463 lb

The Aussie wrestler who once worked on the wrong side of the South Town tracks as Geese Howard's masked bodyguard. He now fights as an orthodox Pro wrestler, and burns with the ambition to win the Tournament and earn recognition as the world's toughest fighter.

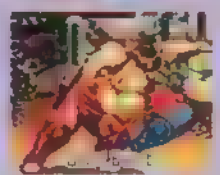
Giant Bomb
↓ Hold ← + Y or X

Super Drop Kick
Hold A for 8 seconds and release

Bear Bomber
←↙↓↘→ + X

Neck Grab
↓ + A

Super Attack : Breath of Fire
←↖↓↙→ + B + X together
(When character is facing right)



Judo Master

Jubei Yamada

Profile Jubei Yamada
D O B 7 7 1922
Height 5 2"
Weight 110 lb

A top-class judo fighter, Jubei has finally decided that control of mind, body and spirit isn't enough - he also wants to be an international superstar with his own fan club. He aims to win the Tournament and become incredibly popular with young people the world over as the most happenin' 62 year old around

Rice Cracker Slasher (Sembei-Shu-Ri-Ken)
◀ Hold ▶ + Y or X

Back Breaker Dash (Dash-Nihon-Zeoi)
◀ Hold ▶ + A or B

Razz Attack (Neko-Jarashi)
◀ ◣ ▼ ◢ ▶ + X

Super Spine Crunch (Dai-Izuna-Otoshi)
▼ Hold ▲ + Y or X

Super Attack : Dynamite Spine Crunch (Dynamite-Izuna-Otoshi)
◤ Hold ▼◣ + B + X together

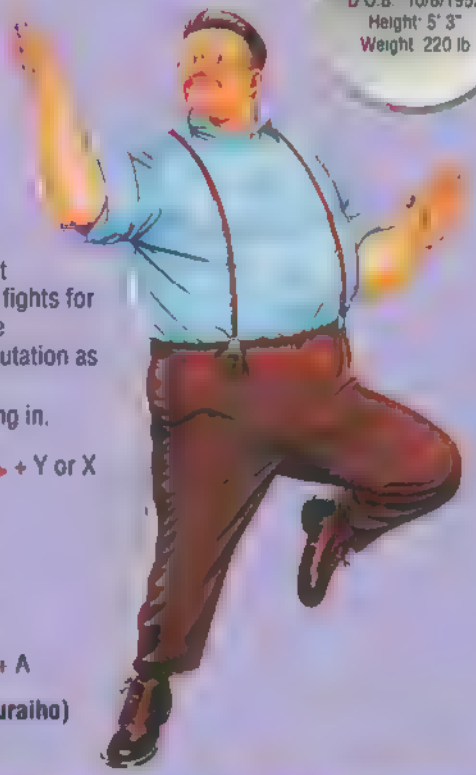
Rice Cracker Slasher

Back Breaker Dash

Razz Attack

Cheng Sin Zan

Profile Cheng Sin Zan
D.O.B. 10/8/1952
Height 5' 3"
Weight 220 lb



He may be fat, but flabby he ain't. Get on the wrong side of Cheng and you'll be wishing you'd never opened your mouth to make a Weight Watchers joke. This business tycoon fights for gain, not glory - he intends to win the Tournament and capitalize on his reputation as the world's toughest fighter to boost business and bring the contacts rolling in.

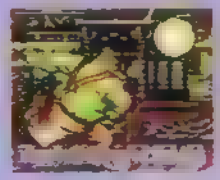
Thunderball Bomb (Kirai-Ho) : ▼ ◣ ▶ + Y or X

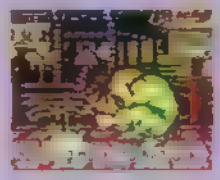
Spinning Rock (Ha-Kan-Geki)
◀ Hold ▶ + A or B

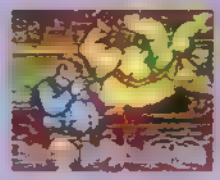
Belly Blow (Dai-Taiko-Bara-Uchi)
▼ Hold ▲ + Y or X

Head Smash (Zu-Tsu-Ki-Satsu) : ◀ + A

Super Attack : Fireball Blaster (Sakuraiho)
◤ Hold ◀▶ + B + X together
(When character is facing right)



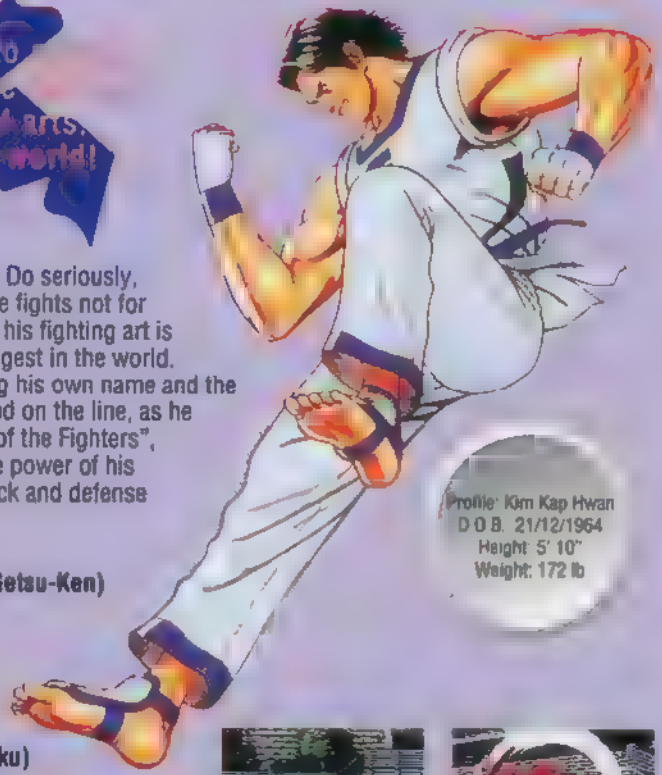




Tai Kwan Do Expert

Kim Kap Hwan

Kim takes his Tai Kwan Do seriously, maybe too seriously. He fights not for kicks, but to prove that his fighting art is truly the best and strongest in the world. He is once again putting his own name and the prestige of his homeland on the line, as he competes in the "King of the Fighters", determined to show the power of his elegant and skillful attack and defense techniques.



Profile: Kim Kap Hwan
D.O.B. 21/12/1964
Height: 5' 10"
Weight: 172 lb

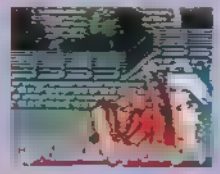
Half-Moon Kick (Han-Getsu-Ken)
↓↙←+ A or B

Flying Slash (Hien-Zan)
↓ Hold ↑ + A or B

Aerial Kick (Hisho-Kyaku)
↓ + A or B when jumping

Flying Body Slam (Sakkyaku-Nage)
→ + X

Super Attack : Mega Attack Kick (Ho-O-Kyaku)
↓↙←↙← + A + B together
(When character is facing right)



Ninja Master

Mai Shiranui

Trained in the Ninja arts handed down to her by her ancestors, Mai combines strong force of mind with fierce fighting ability. In her free time, she likes to hit the heavy metal scene and indulge in a bit of slam dancing. Her grandfather was Andy's Koppo teacher.

Profile: Mai Shiranui
D.O.B. 1/1/1974
Height: 5' 5"
Weight: 110 lb

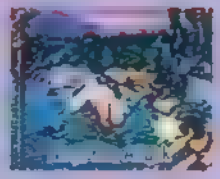
Kachosen
↓↘→ + Y or X

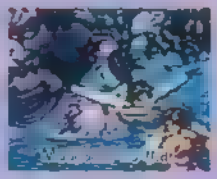
Dragon Fire Dance (Ryu-En-Bu)
↓↙←+ Y or X

Musasabi-no-mai
↓ Hold ↑ + Y or X

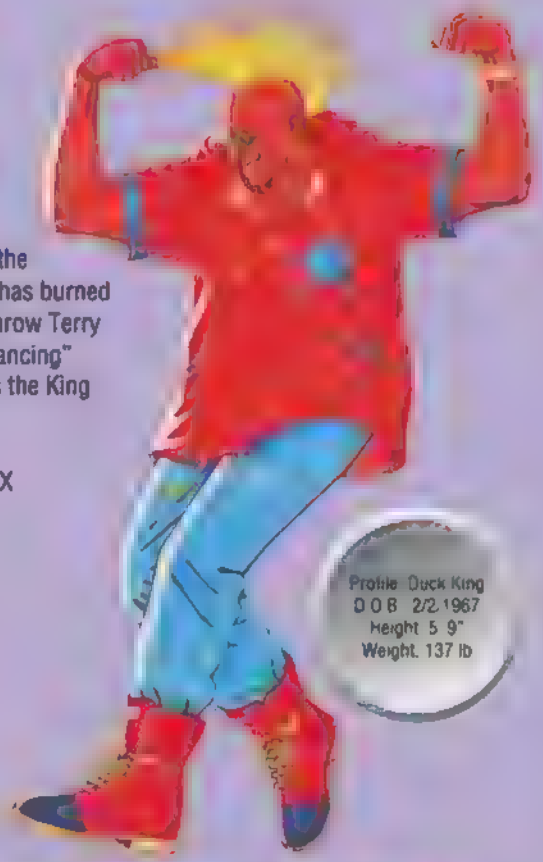
Ninja Bee Attack (Hissatsu-Shinobi-Hachi)
←↙↓↘→ + A

Super Attack : Super Ninja Bee Attack (Cho-Hissatsu-Shinobi-Hachi)
←↙← + X + B together
(When character is facing right)





Duck King



Profile Duck King
D O B 2/2/1967
Height 5' 9"
Weight 137 lb

Ever since he was beaten by Terry in the previous Tournament, the Duck King has burned to take his revenge. He aims to overthrow Terry and his other rivals with his "street-dancing" fighting style and establish himself as the King of the Fighters.

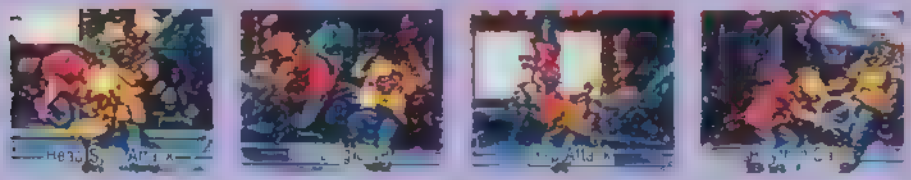
Head Spin Attack : ◆ Hold ◆ + Y or X

Dancing Dive : ◆◆◆ + A or B

Rap Attack : ◆◆◆◆ + A or B

Rhythm Dash : ◆◆◆ + X

Super Attack : Break Spin
◆◆◆◆◆◆ + B + X together
(When character is facing right)



Tung Fu Rue

Profile Tung Fu Rue
D O B 14/4/1924
Height 5' 3"
Weight 101 lb

Sensei to Terry and Andy's foster father, Jeff, before Jeff's untimely demise, Tung Fu Rue then took on responsibility for bringing up the boys. He now intends to beat Geese, returned from apparent defeat, and Krauser, the King of Darkness, in the Tournament.

Sen-Shippo : ◆◆◆ + Y or X

Sho-Ha : ◆ Hold ◆ + Y or X

Geki-Ho : Press X repeatedly

Ressen-Kyaku : ◆ Hold ◆ + A or B

Super Attack : Sen-Pu-Go-Ken
◆◆◆◆ + B + X together
(When character is facing right)

Cudgel Master

Billy Kane

"Watch your backs, Bogards - I won't be showing mercy this time!"

Billy learnt about survival as an orphan on the mean streets of South Town, growing up into a formidable cudgel fighter. He was beaten by the Bogards in the previous two Tournaments, but has sworn to avenge his earlier defeats and come out as champion. Will he be able to take his revenge?

Profile: Billy Kane
D.O.B.: 25/12/1966
Height: 5' 8"
Weight: 170 lb

Cudgel Hit (San-Sekkon)
◆ Hold ◆ + Y or X

Suzume-Otoshi
◆ Hold ◆ + Y or X

Cudgel Spin (Sen-Pu-Kon)
Press Y or X repeatedly

Jumping Cudgel Spin (Hi-Sho-Kon)
◆◆◆ + A or B

Super Attack : Flaming Cudgel (Cho-Kaen-Sen-Pu-Kon)
◆◆◆◆◆◆◆ + X + Y together
(When character is facing right)

Boxing Legend

Axel Hawk

"I've been out of the game for a while but I'm still the greatest! Ain't no-one gonna call *me* a has-been!"

Axel was once the world heavyweight boxing champion, but retired at the pinnacle of his career to enjoy the fruits of success. But his fighting instincts were so strong that the allure of the good life soon wore off, and he made a comeback to prove to the world that he was still "The Greatest".

Profile: Axel Hawk
D.O.B.: 13/6/1954
Height: 6' 5"
Weight: 275 lb

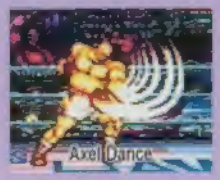
Tornado Uppercut
◆◆◆ + Y or X

Smash Bomber
◆ Hold ◆ + Y or X

Axel Dance : Press Y or X repeatedly

Ground Bomber : ◆ + A

Super Attack : Lightning Dash and Attack
◆◆◆◆ + B + X together
(When character is facing right)

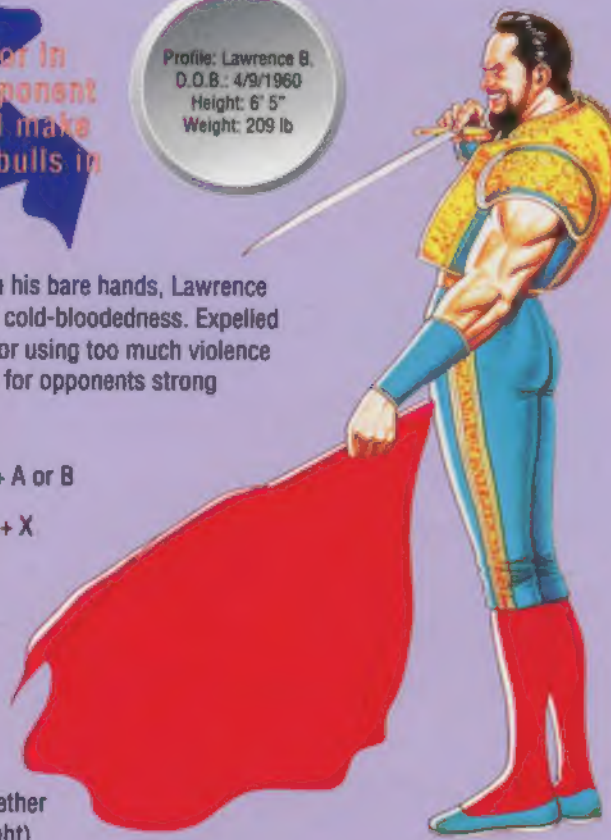


Spanish Bullfighter

Lawrence B.

"There is no honor in disposing of an opponent in one blow - I will make you dance like the bulls in the ring!"

Profile: Lawrence B.
D.O.B.: 4/9/1960
Height: 6' 5"
Weight: 209 lb



Able to take down a bull with his bare hands, Lawrence is renowned for his skill and cold-bloodedness. Expelled from the bullfighting world for using too much violence in the ring, he now searches for opponents strong enough to match him.

Lawrence Spin : ◆ Hold ◆ + A or B

Lawrence Cutter : ↓ Hold ↓ + X

Lawrence Sabre
◆↙↓↘◆ + Y or X

Flying Buster
↓ + X when jumping

Super Attack :
Lawrence Flash
◆↘↓↙◆↘↓↙◆ + A + B together
(When character is facing right)

Lawrence Spin

Lawrence Cutter

Lawrence Sabre

Flying Buster

Former Boss of the Underworld

Geese Howard

"I've gotta long memory - and now you're gonna get what's comin' to you, Krauser!"

The world is buzzing with the news - Geese is back! Making a miraculous comeback from apparent defeat, he returns to South Town to take his long-awaited revenge on the man who ousted him from power - Wolfgang Krauser.

Violent Wave (Reppu-Ken) : ↓↘◆ + Y

Mega Violent Wave (Double-Reppu-Ken)
↓↘◆ + X

Shippu-Ken
↓↗◆ + Y or X when jumping

Ate-Mi-Nage
◆↙↓↘◆↗ + A or B

Super Attack :
Raging Storm
↗◆↘↓↗◆↘
+ B + X together
(When character is facing right)

Profile: Geese Howard
D.O.B.: 21/1/1953
Height: 6'
Weight: 181 lb

Violent Wave (Reppu-Ken)

Mega Violent Wav

Shippu-Ken

Ate-Mi-Nage

The Fearsome King of Darkness

Wolfgang Krauser

"At last, Geese, you return - let me once again show you the true meaning of defeat and humiliation!"

Profile:
Wolfgang Krauser
D.O.B.: Unknown
Height: 6' 7"
Weight: 320 lb

"The King of Darkness" who overthrew Geese and took over his position as ruler of South Town's criminal underworld. He is now rumored to be the most powerful underworld figure in the world. Krauser plans to use the Tournament as a means of extending his control into the legitimate power centers of town.

Upper Level Blitzer : ↓↘→ + Y or X

Lower Level Blitzer : ↓↙← + A or B

Tomahawk Kick : ↓↘→ + A or B

Power Hurl(Ate-Mi-Nage)
←↙↓↘→ + Y or X

Super Attack : Kaiser Wave
← Hold ↓ + X + Y together (When character is facing right)

Upper Level Blitzer

Lower Level Blitzer

Tomahawk Kick

Power Hurl(Ate-Mi-Nage)

The Invincible Dragon

Ryo Sakazaki

"You can't call yourself the "King of the Fighters" if you haven't beaten me!"

Profile: Ryo Sakazaki
D.O.B.: Unknown
Height: 5' 9"
Weight: 150 lb

This year's Tournament features a guest appearance by Ryo Sakazaki, the invincible Kyokugenryu karate master. Are any of the contestants strong enough to beat him and earn the right to call themselves the "King of the Fighters"?

Ha-O-Sho-Ko-Ken

Legs of Flying Heat (Hi-En-Shippu-Kyaku)

Ha-O-Sho-Ko-Ken

Legs of Flying Heat (Hi-En-Shippu-Kyaku)

MEMO

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